

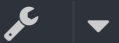


Visual Boy Advance-M

The continuing development of the legendary VBA gameboy advance emulator.

Cheat Server + Manager

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Cheat Server + Manager

📄 by **Squall Leonhart** » Tue Apr 22, 2008 9:57 pm



Instead of providing one huge file of cheats, the cheat server would allow users to connect and download the cheats they want to a /cheats/ folder

Â

VBA would read the database into the cheat managers Cheat Server tab (Cheats | Local | Server) would probably suffice, and all the cheats available would appear on the Server tab, you can select the game, or games you want cheats for, and then download them to the /cheats/ folder which is what the Local tab is for

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we would also need a Romname.txt which lists all the supported rom names,... i for instance like to remove (region) and (version) info that goodgba provides, Another idea, is that the cheat manager could be used to select the cheats to use from the list and a simple xml could be used to tell the cheat manager what rom loads which cheat file [img]

<fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

Â

I'll draw up a rough concept image later on.



Cheat Server + Manager

📄 by **Hard Core Rikki** » Tue Apr 22, 2008 11:02 pm



Nice thought. Thumbs up.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Hard Core Rikki
Member

Posts: 78
Joined: Tue Apr 08, 2008 12:26 pm



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📄 by **SCHUMI4EVER** » Wed Apr 23, 2008 9:50 am



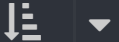
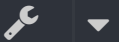
I have no objections.

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm



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